



BUG NEWS

NOVEMBER
1987
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ATARI BOISE USERS GROUP
AN INDEPENDENT ATARI COMPUTER USERS GROUP

NOVEMBER MIDI DEMO IS GONNA KNOCK YOUR SOCKS OFF!

The November meeting of the Atari Boise Users Group should be one of the most memorable we've ever had. BUG President Alan Palsulich has spent the better part of the last month and a half lining up a MIDI (Musical Instrument Digital Interface) demonstration, which should show even the most ardent skeptics that Atari really lives up to its "Power without the Price" slogan. I saw an ST/MIDI system set up at the AtariFest in Salt Lake City last spring, and was absolutely astounded its music capabilities--my musical ability is practically nil, but I wouldn't miss this meeting for anything! I've even got my wife talked into coming with me!

Everyone is invited, especially anyone with an interest in either music or computers. Got a friend with an Apple computer who tunes you out when you tell him about the wonders of your Atari? Here's your chance to let him see Atari in all its glory. Got a musical prodigy in your family? Bring him along to hear music made magic through state-of-the-art technology. Even folks who don't give a hoot about computers, and only know enough about music to hum along with the car radio, will be glad they came. So load up your family, neighbors, and friends and head for Karcher Mall on Saturday, November 14th. Enter through the restaurant gate just inside the main entrance, turn to the right, and go up to the Community Room on the second floor. The meeting will start promptly at 7 p.m.

BUG members from Boise will find it well worth the drive. And it ought to be a refreshing change for Canyon County members to not have to drive into Boise for a meeting. See you there! (jw)

PRESIDENT'S MESSAGE

Hi club members! The October meeting was just great. We had a good turn out, met new people who came to see what our club was all about, with at least two or three that joined our club that same evening.

Mike Bernard gave an excellent presentation of Sparta DOS but unfortunately there just wasn't enough time to cover everything about this excellent program. Mike did manage to arouse my interest to the point that I am sure the midnight oil will be burning at my home to learn more about this utility.

Thanks Jim Lemoine for your excellent presentation covering 3D CAD. Graphics program. As usual, your work was outstanding. For those members who were not able to attend our last meeting, you really missed out on a great presentation of the truly great graphic power the ST's exhibit. According to Jim, HP computers can handle the same type of graphics but with a \$4,000 price tag.

Thanks too to Karl Petersen and his son Eric for showing their home made light pen. Its nice to know that there are people in our club who like to tinker. Isn't that right Ken? Anyway, job well done. For those members who like to tinker in electronics projects for their Atari computers, I hope you will share your projects with us and hopefully obtain new ideas from your fellow members.

Be sure to mark your calendar for November 14th, Saturday for our music MIDI show. Please bring other members of your family and friends. I am sure you will all enjoy yourselves. See you then.

Alan Palsulich
President

SECOND ANNUAL BUG HOLIDAY DINNER SET FOR DECEMBER 17TH

Grab your calendar and draw a big, fat circle around Thursday, December 17th. That's right, folks, it's that time of year again--the Second Annual BUG Holiday Dinner is in the works. The consensus of most of those who attended last year's Holiday Dinner was that it was a major success, and this year's should be at least as much fun, if not more.

This year's Holiday Dinner will be held at Louie's Pizza and Italian Restaurant at 601 Main Street in Boise on December 17th at 7:00 p.m. An informal "Happy Hour" at 6:30 will get the evening off to a start. The cost will be \$11.00 per person (not including beverages,) with part of the proceeds going to support the Atari Boise Users Group. Please pay Treasurer Nick Brizzi at the next BUG meeting, or mail him a check (3821 Sunter Way, Boise, ID 83709) by November 30th, so we know how many to plan on.

Bring your wife or girlfriend (not both--we don't want any ugly scenes.) Leave your computer at home. (Bring my wife and leave my computer at home? Get real, man!) It's a good chance to get together, socialize with your BUG buddies and let our spouses swap "computer widow" stories.

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NEXT BUG MEETING

SATURDAY, NOV. 14
AT 7 P.M.
KARCHER MALL
COMMUNITY ROOM, SECOND FLOOR
(See above for details)



EDITOR'S DESK

By Jack Weaver, BUG NEWS Editor

Elsewhere in this month's BUG NEWS you will find a commentary from Sysop Jim Lemoine regarding his feelings about the Adult SIGs on the BUG BBS. Although the subject of adult material on the BBS has come up before and I have made my feelings known in the pages of BUG NEWS--a text file of VERY questionable taste appeared on the old 8-bit BBS, prompting me to write an article for the August, 1986 issue--I do have a few more comments in this regard:

First of all, with a single exception, I would not scheme to deprive anyone of their right to read/view this type of material. Opponents of my point of view rightly claim that the First Amendment to the U.S. Constitution gives them the freedom to write, read, create and/or look at whatever they choose. I have no quarrel with the Bill of Rights; the First Amendment is especially precious to me. But, as with any right, the right to freely express oneself and to consider the free expression of others carries with it some responsibilities.

The exception alluded to above is our kids. As one of the parents of four pretty neat little people, I claim the right, and the responsibility, to control their exposure to any material that I deem detrimental to their health and wellbeing. I don't let them smoke pot or play with matches, and I don't let them read Playboy magazine. I have read Playboy magazine many times. They have excellent interviews, many articles and short stories by America's best authors, and some of the humor found in its pages borders on being classical. I don't think I have been adversely affected, and I cannot preclude the possibility that I will read Playboy again in the future. But I still won't let my kids read it--or look at the pictures; kids are too impressionable and Playboy is hardly an appropriate forum for their sexual enlightenment. I haven't seen any of the pictures from the BBS, but my understanding is that they are digitized versions of nudes from the pages of Playboy and Penthouse magazines. It has not been proven to my satisfaction that kids are completely unable to gain access to the adults-only SIGs.

Even if I could be assured that there is absolutely no chance that a youngster could access the adult SIGs' files, I still would have reservations about the appropriateness of the BUG BBS as a repository for photos of uninhibited young ladies. Perhaps it's a little bit naive, but to me, BUG and the BUG BBS represent an open forum, operated in the interest of Atari aficionados. Items of general interest, appealing to a significant portion of our membership, should certainly be welcomed. And I can see how "digital nudity" might be perceived as demonstrating the tremendous graphics capabilities that Atari computers are renowned for. In that context, I wouldn't find one or two pictures objectionable, assuming of course that kids are locked out. But we're not just talking here about a few pictures. Two entire SIGs, which is one-eighth of the capacity of our new hard disk drive, have been reserved for the accumulation and storage of these items. As of October 25th, there were seven files in the ST Adult SIG and 48 in the 8-bit SIG, consuming a total of 913K, slightly less than half of

the two SIGs' capacity. Is this what we voted last year to "double our annual dues for?"

In preparing this editorial, I called several libraries in the Boise area. The only library that carries any "girlie" magazines was the BSU library. The Boise Public Library doesn't. The Garden City Public Library doesn't. The Eagle Public Library doesn't. The Idaho State Library doesn't. If these esteemed warehouses of free expression don't feel compelled to carry Playboy, Penthouse, et al., then why should our BUG BBS dedicate one-eighth of its storage capacity to them? If a few members want to access this type of material, why can't they just swap disks, and free the BBS for things more germane to our interests as computer hobbyists? Why should the rest of us have to pay for a place to keep all of these files? If they ran out of room on their bookshelves, they wouldn't ask the public libraries to store their magazines!

BUG members bought and paid for our BBS and a portion of our dues goes towards its monthly upkeep. Therefore, we collectively have the final say as to what is allowed on the BBS and what is unacceptable. This issue will most likely be brought up for discussion at a BUG meeting in the near future. If you feel strongly one way or the other, share your opinions with the rest of us. This is YOUR club and YOUR BBS, and YOUR opinions DO matter.

It may well be that the majority of our members want adults-only fare to occupy a significant portion of our BBS's finite storage capacity. In that case I will cast my lot with the minority and accept the outcome. But (and you can take this promise to the bank,) as long as I am your editor, you won't be finding nude centerfolds in the pages of BUG NEWS!

JUST IN CASE YOU FORGOT...

...BUG dues fall due for all members on January 1, 1988. As approved by members attending the September meeting, A \$5.00 LATE CHARGE WILL BE ASSESSED TO ANY MEMBER WHOSE 1988 DUES HAVE NOT BEEN PAID BY THE END OF THE REGULAR FEBRUARY MEETING! BUG Treasurer Nick Brizzi says he will allow members to pay their 1988 dues on the installment plan in increments of \$5.00, as long as the entire \$20.00 is paid by the February meeting. Dues for new members will be prorated on a quarterly basis. In addition to regular memberships, we now have an associate membership available to those who can't make it to our meetings (because of distance or scheduling conflicts,) but want to participate on a limited basis. Associate members will be allowed greater access to the BUG BBS than nonmembers, but will not have voting privileges or access to the BUG libraries. Associate membership costs \$10 per year.

As a bonus for those who pay their '88 dues in '87, we're offering BUG members a free Disk of the Month Raffle ticket for every month remaining in 1987 after their dues are paid. These tickets may be used in any Disk of the Month Raffle, 8-bit or at any meeting during 1988. So avoid the rush and the \$5.00 late charge, and get your raffle tickets by paying your 1988 dues today.

SYSOP DEFENDS ADULT SIGS ON BUG BBS

By Jim Lemoine, BUG BBS SysOp

Recently, the matter of having ADULT SIGs on the Clubs BBS has caused a small commotion which could easily erupt into something more serious. Since most members won't know what is going on, I'm writing this to help bring to light, a subject that some Club members feel strongly about. For those members that don't know what the ADULT SIGs consist of, there is one for the 8-bits and one for the STs. The material is mostly in the form of digitized nude pictures taken from Playboy and Penthouse magazines. They were downloaded from Compuserve, GEnie, and Delphi, at the expense of the Sysops that uploaded them to the B.U.G. BBS. Club monies from the treasury was NOT used to get these files, and as far as I know, all of the files uploaded to the BBS by the SysOps, has been at their own expense. There is no pornographic material in these SIGs. This subject is detailed below, and I encourage all members to read it. It is not intended to cause a holy war among the members. As far as I could tell from the members that I have met and dealt with, they are all rational adults. I have yet to meet a member of our Club that I didn't like, so the last thing that I want to see is everyone at each others throats. Hopefully this matter can be resolved in an adult fashion.

Well, here it is. One of the oldest topics in history. NUDITY. Not in public, but nudity on the Club's BBS, for Club members. Not nudity for all Club members, but nudity for only those members who wish to view it. It has come to my attention that one of the Club's members voiced displeasure with the files that can be found in the ADULT SIGs. Being a Club member certainly gives him the right to voice his opinion. There may be others, but I know of only one other person who has been opposed to the ADULT SIGs, and has felt strongly enough about it to voice it in the open. One thing to note is that whether or not many of the Club members realize it, the ADULT pictures have been on the BBS since the Club purchased the ST system. They were originally located with the other picture files. During this period (several months), not one word was said either pro or con, concerning the ADULT picture files. It was after the ADULT pictures were moved to their own SIG, labeled as such in the SIGs title name. Also every one of the ADULT pictures were individually marked as being nude in format. This was intended to inform users that if they wished this type of adult material, it was available to them and if they would be offended, they could easily note what SIG to stay out of. Even if a user accidentally entered this SIG, ALL of the nude picture files are clearly marked as a further warning notice. This is when the first complaint about the ADULT SIG came to light. It was discussed by the SysOps that perhaps we could have a vote on the matter at the next Club meeting, but it was decided that instead, let the matter quiet down and perhaps it will go away. So consequently most of the members never even knew what happened. After this incident, I decided to lock users that I knew would be offended by such matter and users that I knew to be under 16. That way, there could be no way that an offensive nude picture could be downloaded and

accidentally viewed. Indeed, the subject did die down. Until last night (10/9/87) that is. Apparently another Club member has expressed dissatisfaction with the ADULT SIGs. Not only is the material offensive to him, but he doesn't want his kid(s) to have access to it. I certainly don't blame him, for I don't want my children to have access to those files either. Both of them use the BBS, but they are locked out of the ADULT SIGs and cannot get into them. No one, and I mean NO ONE felt strongly enough against the ADULT SIGs to bring it up at a Club meeting. Perhaps the subject is too embarrassing for them to discuss among a group of people of which all persons present will not share their same views. Well in a way I can understand. But if some one would be too embarrassed about it at a meeting, then I would expect that they would leave me a private message and tell me that they and their family do not want access to the ADULT material and I can arrange it so that they can't have access to it, whether intentional or accidental. All Club Members could be locked out of the ADULT SIGs and only those persons wishing access can request it from the SysOp. I know some members will be against this method, but you can't have the cake and double icing too. It seems they should either WANT access to the ADULT SIGs or NOT WANT access. However a member wants it, it can be arranged. I know of no other way to handle the matter short of completely removing the ADULT SIGs altogether. It doesn't really seem fair to remove the ADULT SIGs from the Board because some members believe that not only should their own family members be restricted from the ADULT SIGs, but so should all of the members. The excuse that they don't want their children corrupted is not good enough because as I stated earlier, SIGs can be selectively locked out to certain users. This isn't Russia, but it is a private Club and ALL dues paying members have not only the right to fully understand what is happening here, but to voice their opinion and cast their vote. This is part of what OUR Club is about. I would rather this matter be settled at a Club meeting (where originally it was decided in the past that to vote on Club business, come to the meetings) but some of the SysOps feel that ALL members should be involved. The only way to accomplish this and still save some members from embarrassment, the voting will be done in secret. No one will know how you voted or even if you voted at all. I sincerely hope that all members do cast a vote either for the ADULT SIGs or against them. Please do not take an undecided or don't care attitude. I think every member will know his/her feelings one way or the other, and I would like to see 100% participation. If the Club's majority vote is against the ADULT SIGs, there will be no option but to delete them. However, if the votes favor the ADULT SIGs, several things can happen.

(A) The ADULT SIGs remain as they are, with members telling the SysOp if they wish these SIGs to be locked from them.

(B) The ADULT SIGs remain as they are, but locked from all members. If a member desires access to these SIGs, they can let the SysOp know and the SIGs will be opened for them.

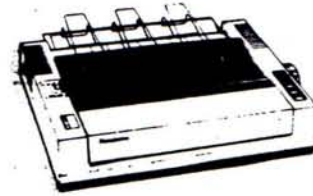
(C) The ADULT SIGs remain as they are, but INVISIBLE to every one. The members who wanted to, could of course still get access to them. The members who are offended, will not be able to get into the SIGs nor would they even see the SIG title. Out of sight out of mind.

***** BUG NEWS HARDWARE REVIEW *****
PANASONIC KX-P1091i Dot-Matrix Printer
***** By RANDY LINK *****

Ever since I bought my Atari 520ST computer I have been looking for a printer that would support all the functions of my new computer system without putting me in debt for years. I have just installed what I think is an excellent printer for the Atari ST computer and I wanted to share some information about it. The Panasonic KX-P1091i is a near letter quality (NLQ) dot-matrix printer that also supports the graphics screen dump function that is built into the ST computer. This printer has several features that really sold it for me. First of all it has two built in emulator modes which allows the printer to emulate either an Epson RX-80 printer or an IBM Proprinter. I was overjoyed to learn that STWriter, the word processing program that I use the most, has all of the Epson RX-80 printer control codes already included within its printer driver. What this means is that STWriter will work in conjunction with my 1091i printer without having to find or modify a special printer driver for it. The same thing is true for 1st Word, another popular word processor for the Atari ST. 1st Word has several printer drivers included within the program for the user to choose from, and one of those drivers happens to be for the Epson RX-80. Perhaps someday in the far distant future I may want to buy an IBM computer system. With a flick of a switch this printer can be set to emulate an IBM Proprinter and thus save me the expense of having to buy another compatible printer.

The 1091i is also extremely fast. The early models print at 160 characters per second in draft mode, and 32 cps in NLQ mode. I bought one of the later models that had been modified to print at 192 cps! There is a large number of print styles (called fonts) that this printer is capable of including pica, bold, condensed, italics, elite, proportional, as well as special characters such as subscript and superscript, elongated printing, underline and overline. In NLQ mode the characters are almost indistinguishable from characters typed on a regular typewriter. I have found that when using STWriter I have a combination of 13 different print styles to choose from. A switch on the front of the printer can be used to manually change the style of the characters being printed. These switch settings are: Standard Program (which gives you draft mode pica print style), Courier (which gives you NLQ elite print style), Bold PS (which gives you NLQ Bold Proportional Spacing print style), and Comp. (which gives you NLQ Compressed print style). The printer has both tractor and friction paper feed and can print on single sheets as well as fan fold paper.

This printer also supports the screen dump feature of the ST computer. Anything on the monitor can be sent directly to the printer which will then print it out. One thing that I have found is that in order to get pictures printed that are perfectly centered on the paper you must first use the Install Printer accessory from the GEM Desktop. The Install Printer accessory tells the computer what kind of printer you are using (dot-matrix or daisy wheel) and how many pixels per line your printer is capable of. The 1091i printer is capable of printing 960 pixels per line. The printer will still print anything on the monitor without using the Install Printer accessory, but the computer will by default use 1280 pixels per line. This causes only the left 3/4 of the screen to be printed instead of the entire screen. I have found this screen dump feature useful when printing Neochrome pictures that I have made.



There are a few features about this printer that I do not like however. The tractor and platen design leaves a lot to be desired. On most printers the tractor pins that pull the paper through the printer are mounted on the platen itself. The platen is the roller bar that the paper is against as the print head strikes the paper. On the 1091i printer the tractor pins are not connected to the platen, but are about 3-4 inches above the platen. It is impossible when using the tractor feed to set the first sheet of paper at the top of the page because it is then no longer engaged in the tractor pins! In order to set a page at the top (which is directly underneath the print head) you must roll an entire blank page through the printer and leave it attached so that the first page will be engaged in the tractor pins and the second page can be set to the top of the form. This means that you waste a whole sheet of paper when using the tractor feed. Also, there is a tear bar that holds the paper against the platen, instead of rollers like on most other printers. The tear bar holds the paper against the platen so tightly that you can't easily pull the paper back through the printer backwards by just turning the platen knob. To pull the paper back out you must turn the platen knob AND pull the paper backwards. This printer has a dark tinted dust cover that fits over the platen and print head, but unlike most other printers this cover does not have a serrated cutting edge to help tear the paper. It is pretty frustrating to print a perfect letter or form only to rip into it while trying to separate it from the other sheets. You can use the above mentioned tear bar to help separate the sheets, but you must first remove the dust cover and then disengage the paper from the tractor pins. This plastic cover is tinted so dark that it is very hard to see through it and must be removed whenever you are setting the top of form, or whenever you want to immediately see what is being printed. On many printers the dust cover is hinged to fold out of the way but on this printer it must be completely removed and then reinstalled.

One of the major reasons that I decided on this particular printer was its price. I bought my printer by mail order for \$189.00. I believe that you can buy a better printer but I doubt if you can find a better printer for that price. I ordered my printer from: ComputAbility, P.O. Box 17882 Milwaukee, WI 53217. They have a toll free number which is: 800-558-0003. These people were very helpful and very friendly to me. My order was delivered to me EXACTLY 7 days after I called them.

In conclusion I believe that this is a very good printer for the Atari ST computer. The Epson RX-80 emulator built in to the printer makes it fully compatible with the ST system. Although there are a few items that could be improved on this printer, I still think that it is an excellent printer for the price.

Flight Simulator II is one of the most sophisticated programs I have seen for the Atari ST computer. This program is more than just a fun game, it is a fully functional flight simulator. It takes full advantage of the ST graphics capabilities, and the speed of the 16-bit CPU. This simulation is also loaded with special features that are not found in the 8-bit version.

You have the option of flying a propeller driven high performance aircraft of the Cessna 182 class, or a Gates 256 Learjet! Of course you have a full instrument panel which includes basic instruments like altimeter, airspeed indicator, artificial horizon, vertical variometer, etc. There is also a full complement of radio navigation equipment including two omni bearing indicators with ILS capability, DME and ADF indicators, and transponder. You are even given a 360 channel COMM radio for receiving tower and ATIS transmissions. All of these instruments make it possible to fly in both VFR (visual flight rules) and IFR (instrument flight rules) conditions.

Before flight you can set the conditions under which you will be flying. You can preset the season, time of day (or night), three different cloud ceilings (both tops and bottoms), wind direction and strength for three different altitudes as well as surface winds, and ground fog thickness. You can also adjust the realism of the flight by setting the reliability of your instruments, auto coordination (rudder pedals automatically coordinated with control yoke), control sensitivity, and you can also choose to fly with only a partial panel of instruments. The 5.25 disk that contains FS2 also includes the San Francisco Bay area, New York/ Boston area, Chicago area, and the Los Angeles as well as the Seattle area charts. All of these areas include the scenery and significant landmarks (such as rivers, cities, highways, mountains, etc.) as well as airfields and VOR stations. When the simulation begins you are sitting at the end of runway 27 Right at Oakland International Airport. This is the default location of this simulation but you can switch to any other location that is contained on your disk. Other scenery disks are also available from SubLogic that cover virtually the entire continental United States as well as other countries.

This program has some special features that I really love. The view out of the cockpit can be set for straight ahead, or you can quickly pan 360 degrees around, above, and below you. You can also increase the magnification by zooming in and zooming out your view. You can have a map displayed on the screen which can be zoomed in and out to help in navigation. What is even more amazing is that you can also view your own aircraft as seen from a spotter plane position. This is the view someone would have of your airplane if they were flying along beside you. The spotter plane can be positioned ahead, behind, to the left, right, above or below your airplane. Another view that is available is the one from the control tower or any other ground position. All of these viewing positions can be zoomed in and out for higher magnification. Another great feature is called "instant replay." It's right, you can actually replay portions of your flight as if they had been videotaped! Replay will not only give you the cockpit view, it will also replay the view from the spotter plane as well as the tower or ground position views. This is very helpful in reviewing landings, crashes, and aerobatic maneuvers.

You can also speed up or slow down the Replay option. You can create specific flight situations and save them to a disk, or you can load and run prerecorded flight situations.

These special features are great but how does the airplane fly? I used to own FS2 for my 8-bit Atari 1200XL. One of the things that I did not like about that version was the slowness of the simulation. The 8-bit CPU was trying to do too many things at once! Pitch and roll input from the control stick were very very slow. This made it almost impossible to land the darn airplane! I am happy to say that the version for the ST is a vast improvement over the original. Roll, pitch, and yaw are much quicker and therefore the aircraft is much easier to control. Also, the improved graphics gives you a better spatial orientation which is vital when flying. Overall I would say that faster program execution and better 3-dimensional graphics make the ST version far superior to the original version. This is not to say that I did not find anything wrong with the ST version however. I have yet to find the perfect flawless program and Flight Simulator II is no exception. One of my main gripes is that FS2 for the Atari ST is mouse controlled. I like a flight simulator to be as real and true to life as possible. How many airplanes are flown with a mouse instead of a stick or control yoke?? In my opinion SubLogic could improve this simulator tremendously by making it joy stick controlled. Rudder pedals that you operate with your feet would be even better! Another thing that I think detracts from this program is that it runs within a GEM shell. Therefore at the top of the screen you have your options bar which contain drop-down menus. Not many aircraft that I have seen contain an options bar at the top of the cockpit canopy or drop-down menus. The drop-down menus are a little annoying when you are trying to fly and need to change an option. Also, in order to use the option bar you must switch the mouse from control yoke to cursor mode. When using the mouse to point the cursor the mouse is no longer controlling the aircraft! I have crashed several times because I have forgotten to switch the mouse back to control yoke mode and suddenly no one was flying the airplane. You can pause the simulation while changing options but this detracts from the realism. Another problem is that while the ST version of Flight Simulator II is much faster than the original, it is still slower than reality. The computer cannot instantaneously update the screen and this makes the control response rather slow. This is a crucial factor when trying to line up and land the airplane on a runway. While landing you really need to have the view out the cockpit canopy updated as quickly as possible since so many things are happening so fast. I have landed successfully several times but I have yet to land on the runway! The airplane is extremely easy and fun to fly as long as you never have to land it. Anyone who does manage to land on the correct runway without crashing deserves to be promoted to Test Pilot.

In summary I am really impressed with FS2 for the Atari ST. If you are a real flight simulator nut like I am you will want this program. It is loaded with options and special features that the original does not have. This simulator is by no means a substitute for real flight time, but I think it can be used for

(Continued on Page 6)

FLIGHT SIMULATOR II--(Continued from page 5)

practicing radio navigation and VFR as well as IFR flight. It could be more true to life and simpler to use but even so it is still fun to fly and a vast improvement over the 8-bit version. Just think about bragging to your friends that you flew your Learjet from Kennedy International to Martha's Vineyard last weekend! For more information about this program you can write to: SubLogic Corporation, 713 Edgebrook Dr. Champaign, IL 61820. Or call (217)-359-8482. I bought my copy at ABI Computers at Karcher Mall for \$44.95.

WHO YA GONNA CALL?

If you have a question concerning any aspect of the Atari Boise Users Group, here is a list of BUG officers, volunteers, and others in the know:

PRESIDENT

Alan Palsulich 343-8714

TREASURER

Nick Brizzi 362-9451

SGT. AT ARMS

Ken Frink 466-0816 (Nampa)

SYSOP

Jim Lemoine 343-7046

NEWSLETTER EDITOR

Jack Weaver 322-7922

LIBRARIANS

Gary Marston (16 bit) 467-9946 (Nampa)

Keith Hawes (8 bit) 362-2702

Lloyd Jones (8 bit) 336-1139

RAFFLES

Marcia Jensen 365-6783 (Letha)

DISK OF THE MONTH

Mike Bernard (8 bit) 336-1156

BBS TELEPHONE NUMBER

(208) 383-9547

MAILING ADDRESS

ATARI BOISE USERS GROUP

c/o Jack Weaver

2827 Christine St.

Boise, Idaho 83704

**NO MORE MEETINGS
AT CAMPUS SCHOOL**

Just before presstime, we got word that due to possible liability in case of an accident, Campus School will no longer be available for BUG meetings. We have already started looking for a new place to hold our regular monthly meetings, but any ideas any of you have along this line will certainly be welcome. Call BUG President Alan Palsulich if you have any suggestions.

Since the November meeting will be held at Karcher Mall in Nampa, it will not be affected by this turn of events. If we find another place in time, we will have our regular meeting in December; if not, the next scheduled BUG get-together will be the Second Annual BUG Holiday Dinner on December 17th (See Page 1 for details on the November meeting and the Holiday Dinner.)

When we do find a new place to meet, we'll let you know about it in the newsletter and on the BUG BBS. Until things settle down a little bit, we will be mailing BUG NEWS to you before each meeting.

BUG NEWS ADVERTISING RATES

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BUG members in good standing:

First 2 column-inches per month \$.00*

Each additional column-inch \$2.00

*Unused free space may not be accrued.

Non-members:

Each column-inch \$2.00

Display Rates--Camera-ready copy only.

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OOPS ! In last month's BUG NEWS, we inadvertently misspelled Gary Marston's last name. Sorry about that, big guy!